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FIG. 1

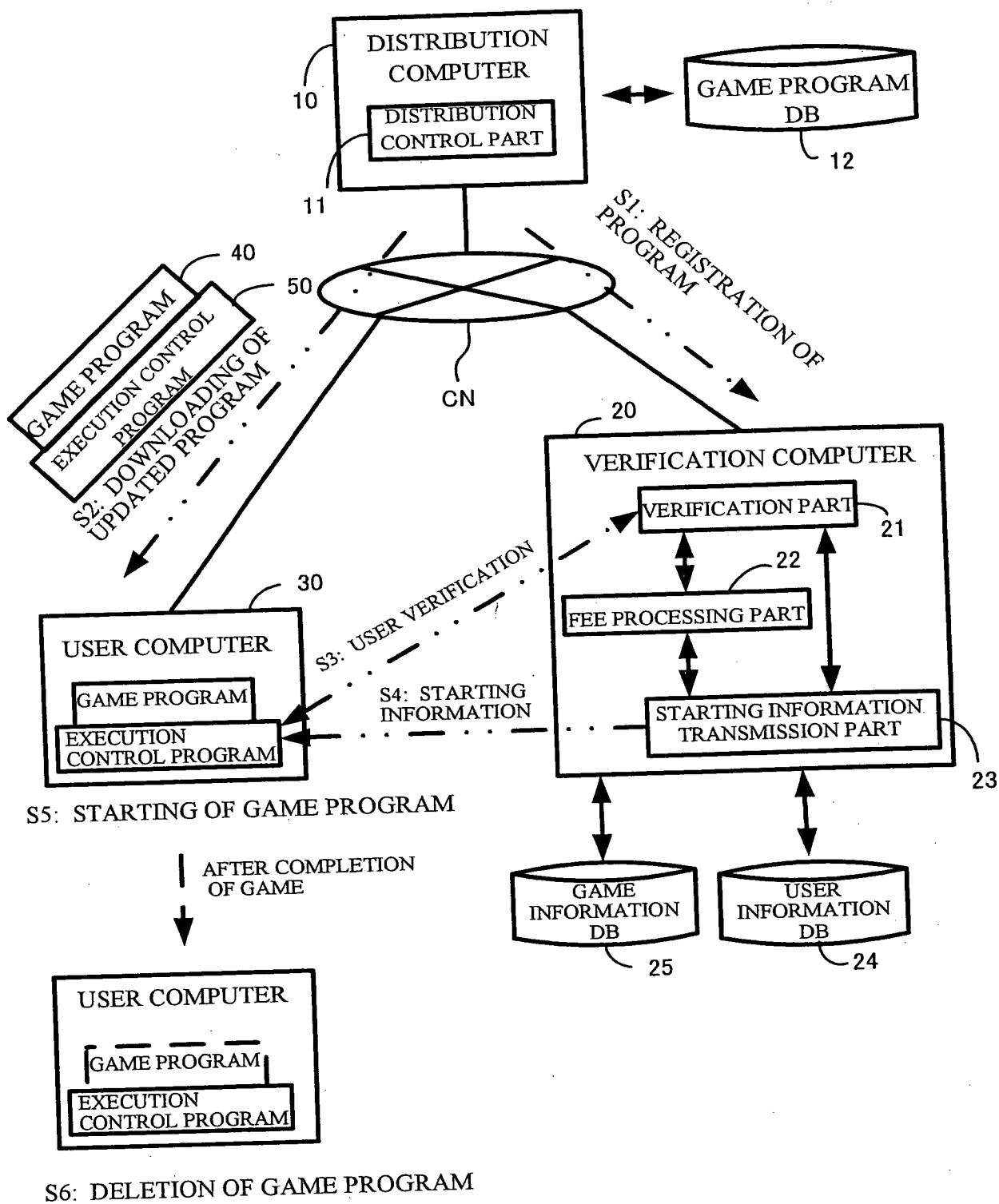
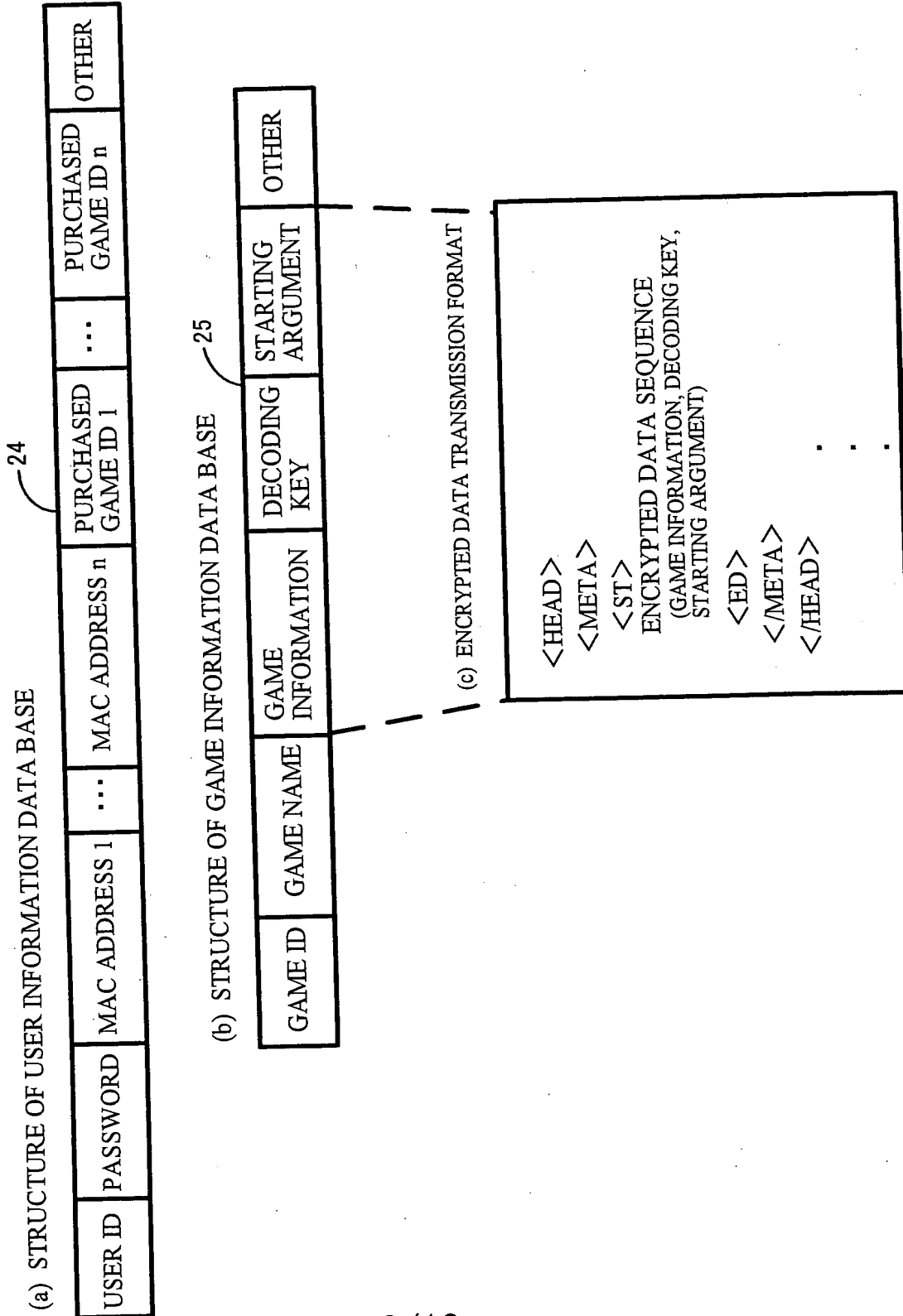


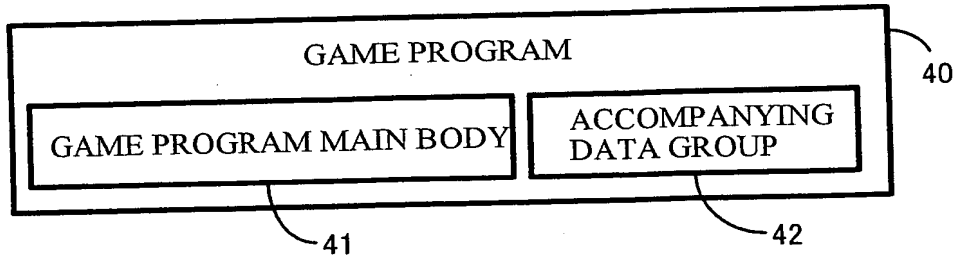
FIG. 2



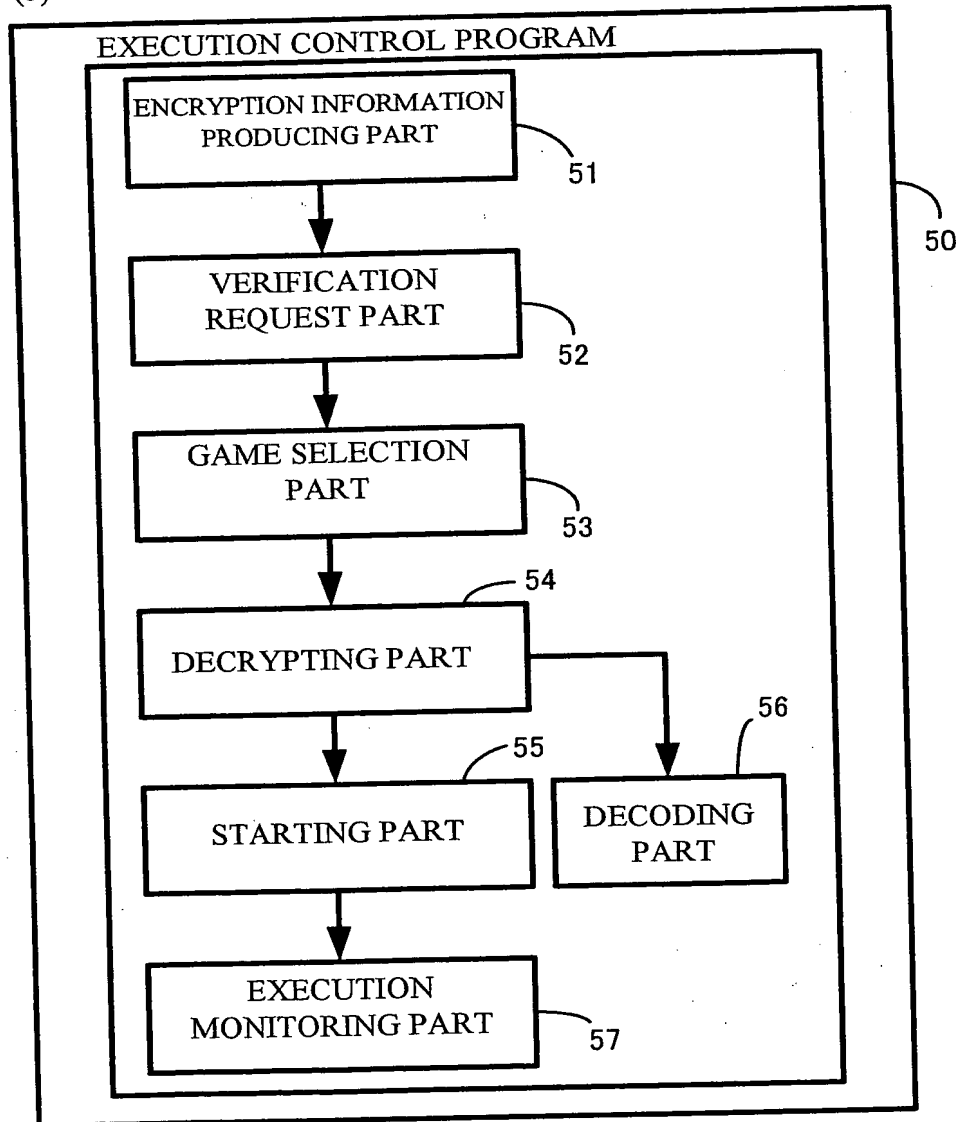
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FIG. 3

(a) STRUCTURE OF GAME PROGRAM

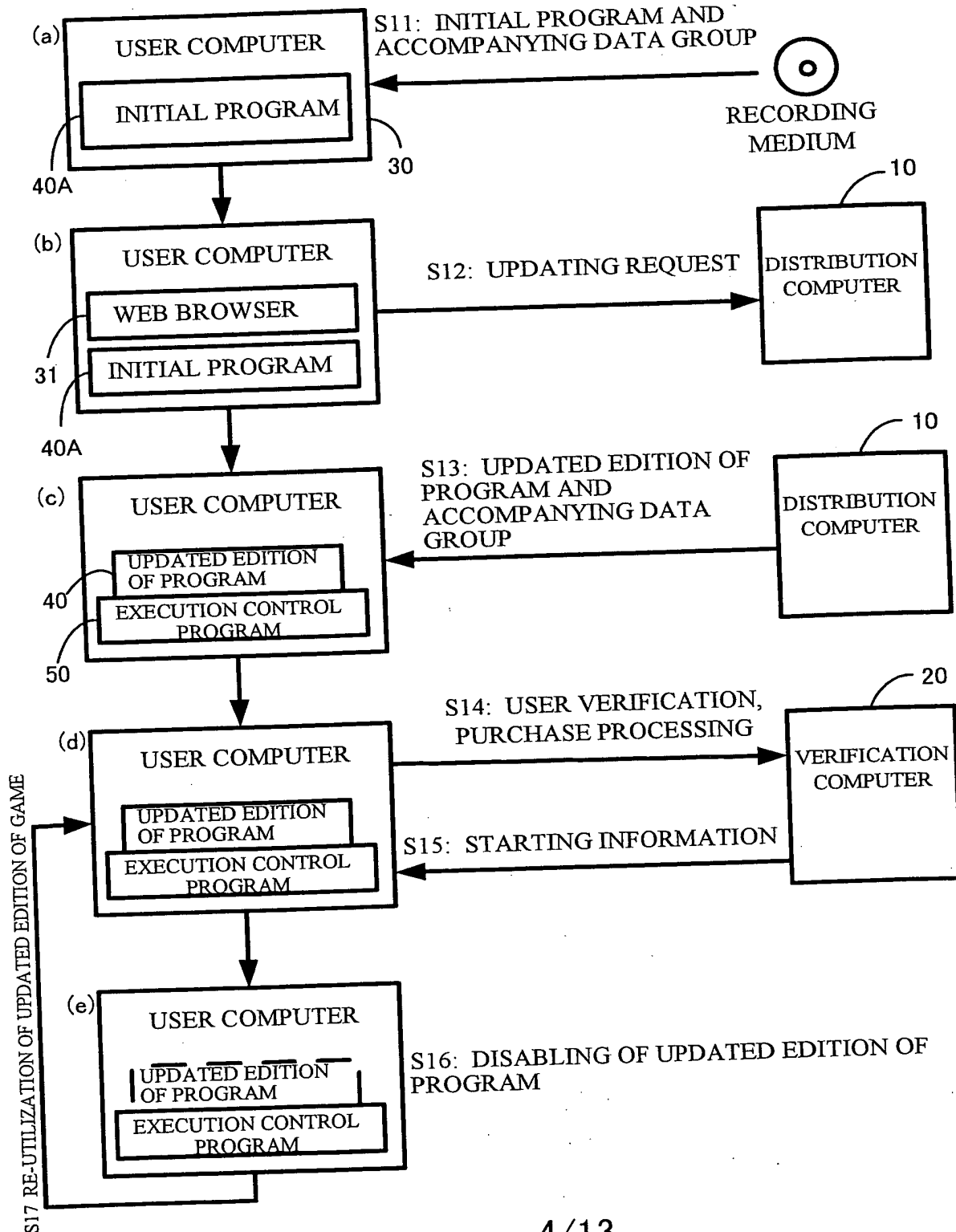


(b) STRUCTURE OF EXECUTION CONTROL PROGRAM



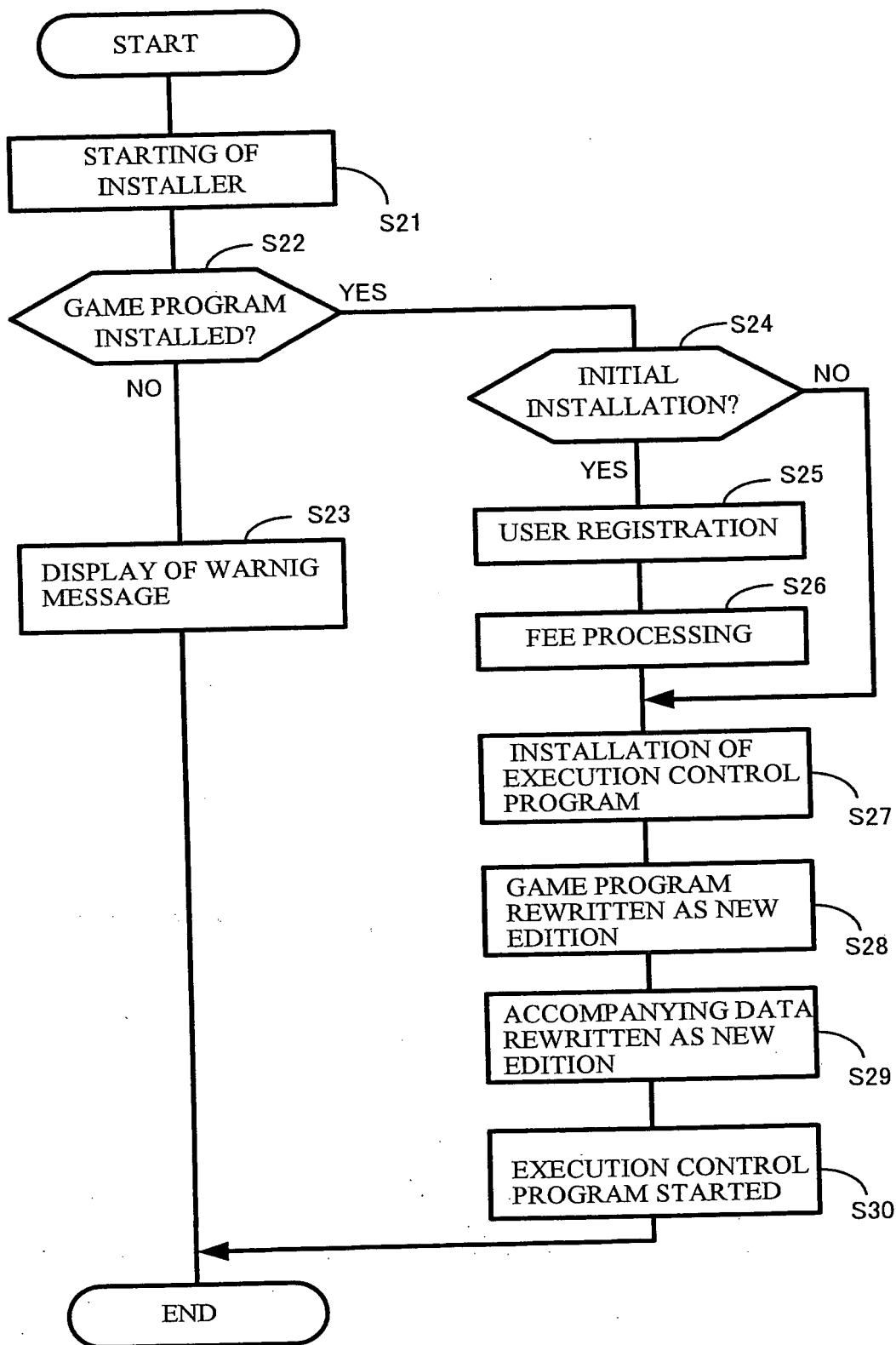
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FIG. 4



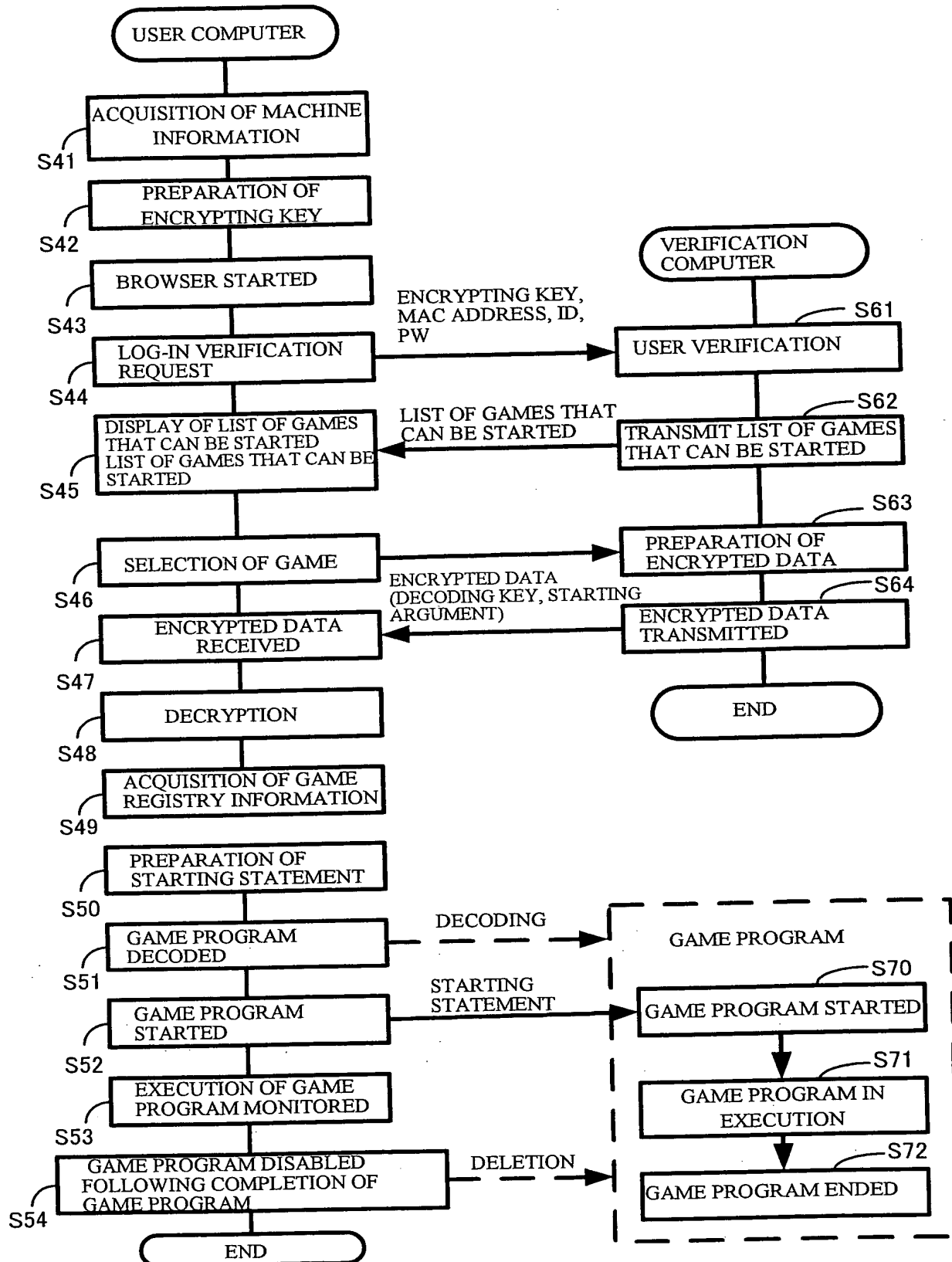
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FIG. 5



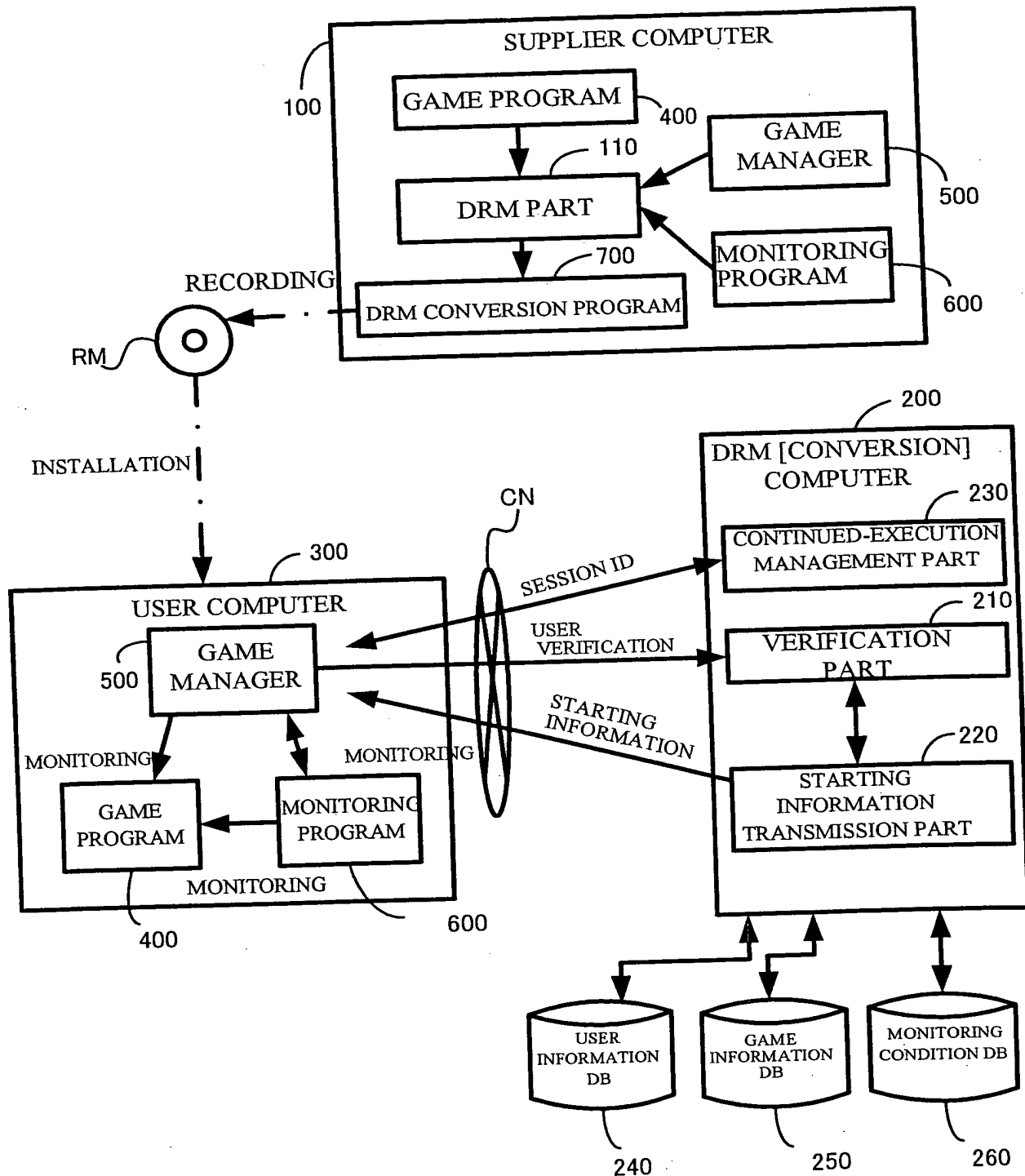
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FIG. 6



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FIG. 7



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FIG. 8

(a)

240

USER INFORMATION DATA BASE				
USER ID	PW	MAC ADDRESS	SESSION ID	OTHER
Interlex	Buddy	00-11-22-33-44-AA	Aaabbbccdd...	

(b)

250

GAME INFORMATION DATA BASE					
GAME ID	GAME NAME	GAME INFORMATION	DECODING KEY	STARTING ARGUMENT	REPORTING MODE
				FIRST TIME ONLY	
				EACH TIME STARTED	
				MONITORING PRIORITY	
				LOAD REDUCTION	

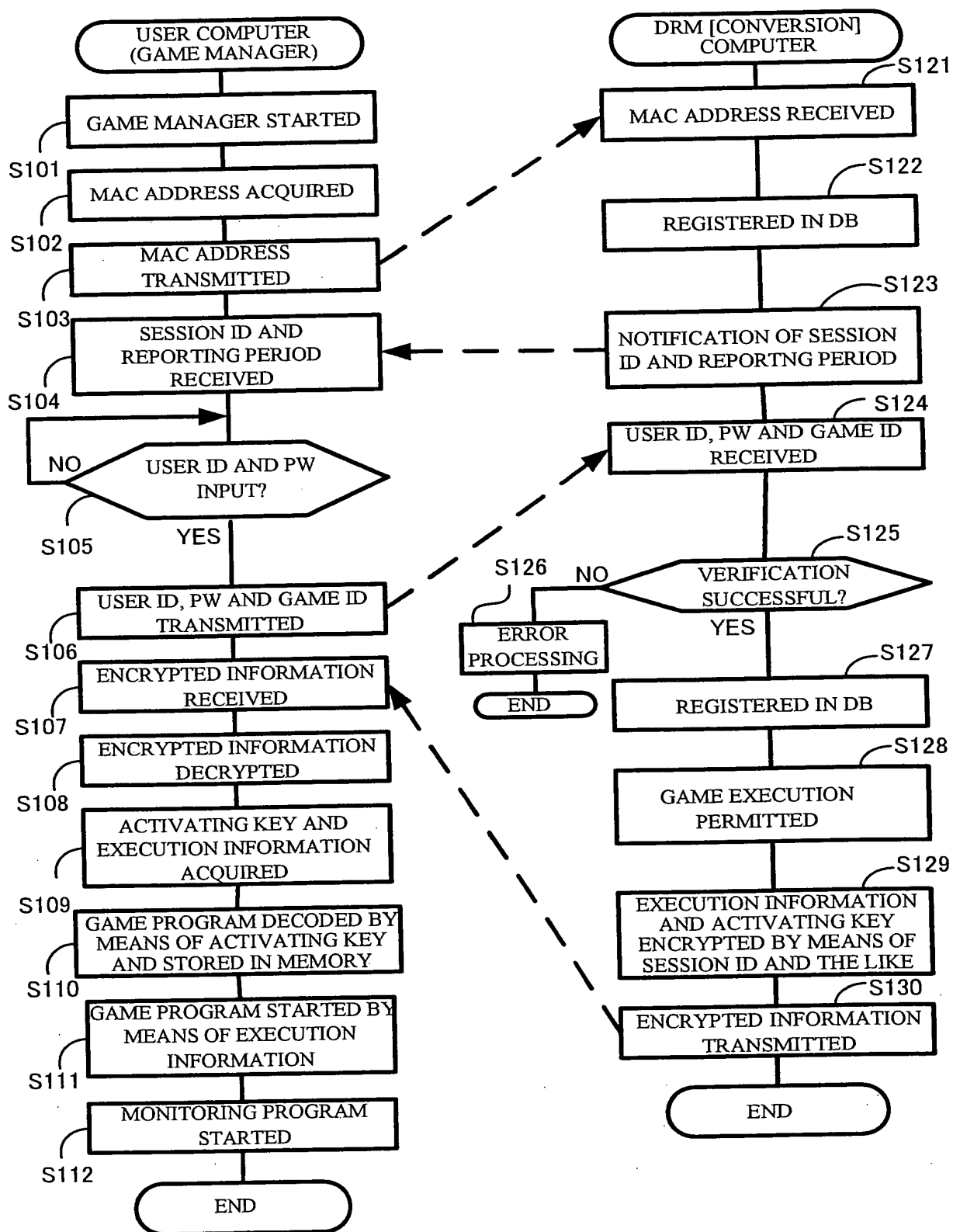
(c)

260

MONITORING CONDITION DATA BASE					
USER ID	REPORTING PERIOD	PLANNED REPORTING TIME	GAME ID	GAME STARTING TIME	OTHER
USER 1	30 MINUTE INTERVALS	16:25	GAME 1	13:01	
USER 2	40 MINUTE INTERVALS	16:00	GAME 2	15:20	
USER 3	10 MINUTE INTERVALS	16:00	GAME 3	15:30	

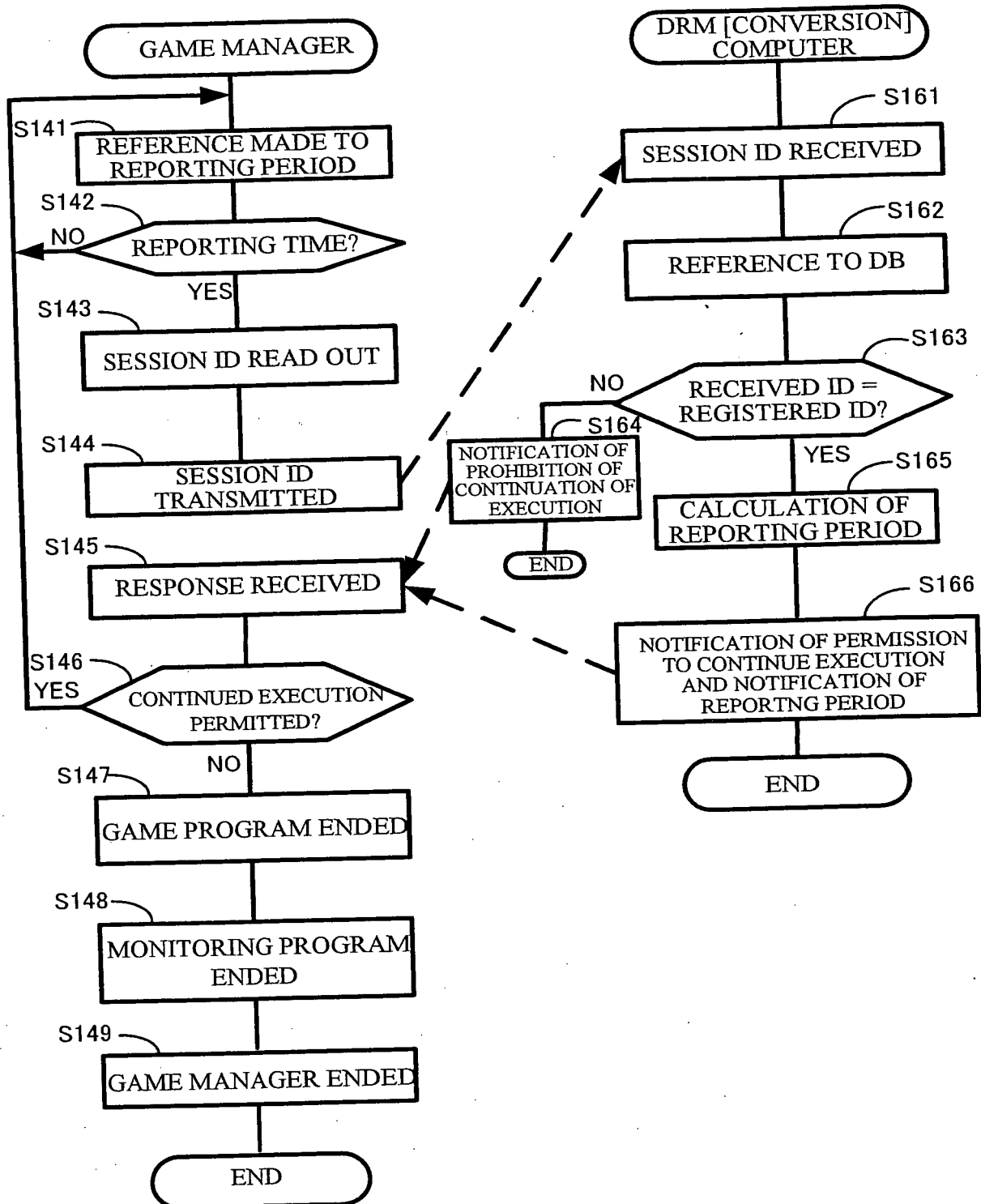
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FIG. 9



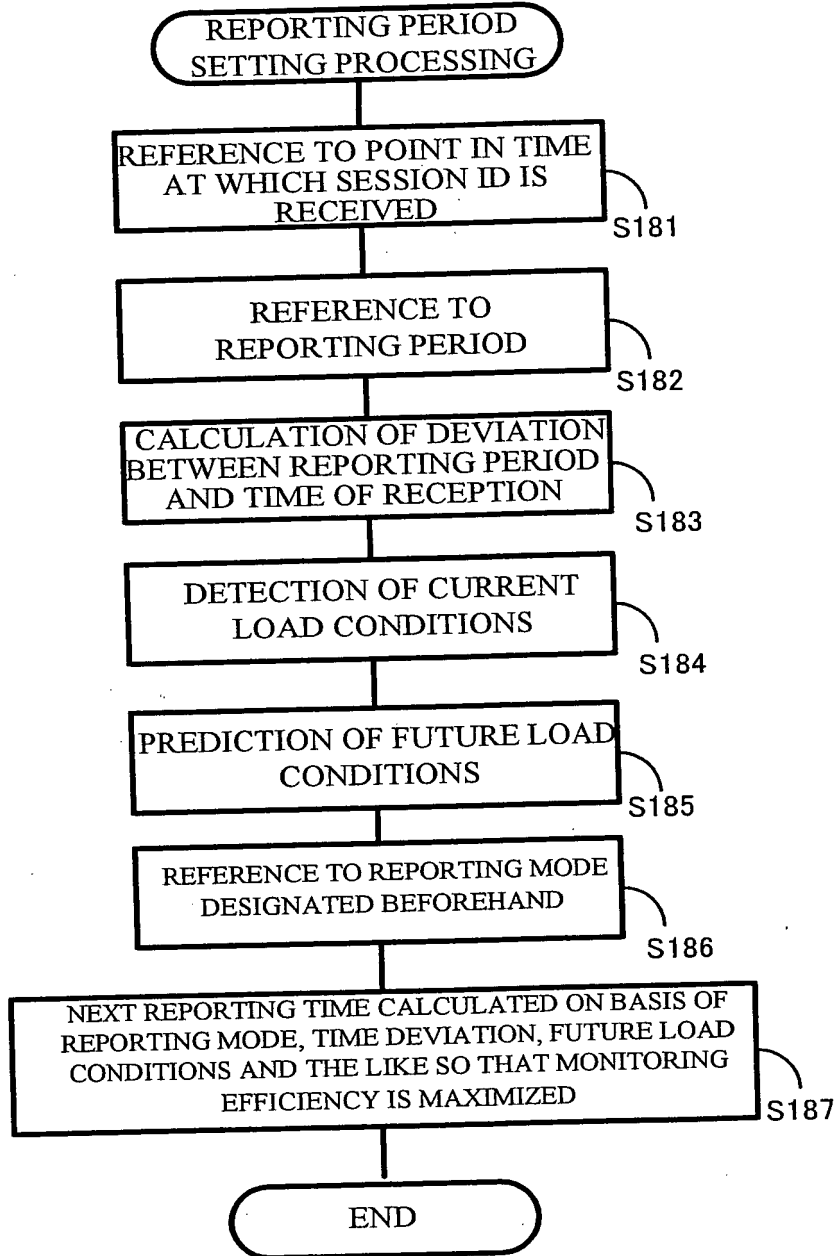
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FIG. 10



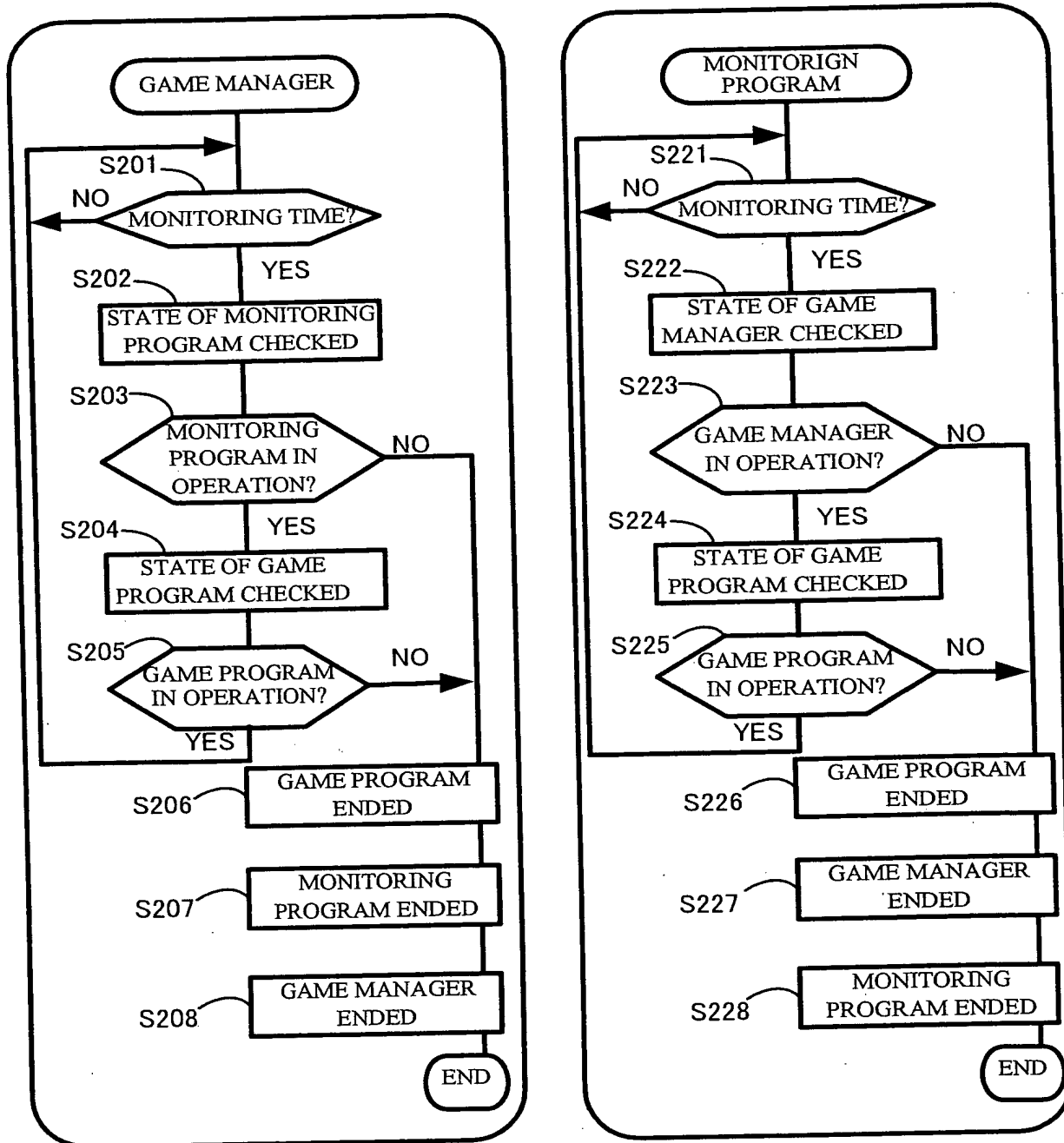
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FIG. 11



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FIG. 12



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FIG. 13

